Introduction to Roulette betting systems

The typical roulette player uses no real system. He is captivated by the idea of those 35:1 odds paid on the individual numbers and he is almost sure to have certain pat numbers that he'll bet fairly persistently.
As a rule, he'll scatter his 10c, 25c and 50c chips all over the center of the layout, concentrating them at one or two spots - while dreaming of the possibility of a double hit on a number which could pay him 1225:1

The system I'll be outlining here is quite different. Weather you are playing for fun or 'real money', he should have pen and paper and chips of at least 2 different denominations, perhaps 25c and $1, or $1 and $5. The different colored chips will help you in your bet selection.

However, if you plan to confine most of your bets to 'sleepers' (numbers, colors, columns, dozens etc) then a small notebook will come in handy to help you keep track of the various things you will want to follow.The best way to do this is to make a simple diagram of the roulette table and keep track of the game's progress.

If you notebook is lined horizontally, this will help you see at a glance the order of occurrence of all prior spins.
While I think of it, there is something that you must always keep in mind *that the law of averages will always work out in the end*, but beyond a reasonable point it should never be relied on to work in the short run. Whenever you decide to bet against the continuance of some abnormal sequence of events, you should decide how many times and how much money would be reasonable to bet that the sequence would end, and having made your decision Never, Never deviate from it.

Labououchere

This is the famous system that originated with play on the french Rivera. In it you start with a series of about 2-5 numbers totalling the amount you will win after you have cancelled out all of your losses. You always bet the total of the two outside numbers in your bet series. Every lost bet just adds one number to your series and every win cancels 2 numbers.
Therefore you must come out ahead if you win a little more than 1/3 of your bets, even if you don't manage to run into the house limit.
Like I just said, this system will produce a lot of small profits, but it's actually pretty dangerous. When you have a run of losses, the amount you're betting with accelerate with alarming speed, when you compare it to the amount of money you're trying to win. To cut a long story short, it's a pretty bad system unless you are very careful and keep your mind on the game.
I recommend that you should stop whenever your net loss in a single series approaches around 10X the profit you're aiming for. Think of the loss as a single game in tennis, basically as a small part of a bigger game.
I'll give you an example:
Suppose you want a unit profit of say, $6, a conservative series then may be 1-1-2-2 or 1-2-1-2. With such a series, you should have a fairly good chance of winning 10 times or more for each time you reach the $60 (see before) pre-set loss limit, especially if you limit yourself to even-chance sleepers, limiting yourself to one win and a maximum of 3 bets per sleeper. Any even chance that has not shown in 3, or even 2 spins would be eligible for this system.
If you wish to try this system without recording all spins, then it will be worth your while to learn a bet-selection procedure as a good alternative to betting on sleepers.

As a parting word on Labououchere, find somewhere where you can lay small bets, with say 10c or

25c chips and play there.
Once you get a feel for the system you may want to get more confident, but remember you're playing to win money with the best odds in tour favor, not lose money to the casino.

PARLAYS

A relaxing and rewarding way to play Roulette. You may have heard of the English gentleman who did so by betting all 6 of the even chances at the same time. At any rate, here's a system on the same order, but on a very small scale.
I recently walked into a casino and went to a table with 20 $1 chips and bet one of them on odds. What I had in mind was 4 consecutive Parlays (5 consecutive wins). My stack of chips was only about 1/2 depleted when there came a series of odd numbers and I had my 5 consecutive wins, meaning I pocketed $31 on a $1 bet, not too bad eh ?
At the time, I was betting a chip every second spin, but if you want to speed up your chance of winning a parlay, you could conceivably risk betting one chip per spin. You could then bet on say, odd and even, or red and black and of course after each spin you'd have a winner and a loser unless a zero came up.
You should replace the winning piece and let the winning bet ride.
If you were doing this and you were lucky enough to hit a run of 7 or 8 straight, you'd win $127 or $225 with your $1, but you have to remember that you will have been betting at a rate of about $70 or $90 per hour.
Parlays can be tempting when you have just won a bet on a group of numbers that have had a long 'sleep'. An even-money parlay would win 3:1, the parlay payout on a 2:1 proposition would be 8:1 and it would be 80:1 on a 8:1 bet such as a 4-number final or 143:1 on a 3-number final.

Before you read ahead, note that I've seen an 11 repeat so often at a Craps table that I'm wary of recommending these long-odd bets, but when you look at the odds they're paying, they speak for themselves. An 11 Parlayed for $1 would return a $239 profit with a 15:1 payout.

What I think would be a better way of using this principle is to keep the bets rising as you keep winning, shaving a part of each win after the second one.
One winning-bet series you may use would look like this: **5-10-15-25-40**
An initial bet of $5 would be the only risk. You'd get this back after your first win, and another $5 after your third win and $10 after your 4th win. If you win all 5 bets you'd be $95 ahead but remember - if you had of parlayed that original $5 you will have won $155, very good going for $5 capital investment don't you think ?

Now, there ARE other systems that are quite useful for roulette, but since I'm not writing this site as a definitive guide to the game I'm going the keep with the ones I have personally used and made money with. To this end, I'm now going to describe the 35:1 system, the only one here specifically designed for roulette that I have see win on balance against a double-zero wheel.

This system is based on what is occasionally called the law of "unequal" distribution.
If you apply this law to a pyramid-like social structure, you will have the person at the top with the most money or power, the next 2 almost as rich (or powerful) way down to 20,000 the peasants at the bottom with pretty much nothing.
Keep this in mind with this system "The rich get richer, the poor get poorer"
When you apply this law to Roulette you can see that you'll never see anything like even distribution of the little ball going into little slots. The odds against getting 38 numbers against 38 spins would be astronomical. Even getting 20 or 25 numbers in 38 spins would be pretty impressive. What I'm getting at here, is that while some numbers may be hit multiple times, you'll see others go completely neglected. I've also noticed that the numbers that come up more often tend to do this more, at least for a while.

So you want to make some money out of this phenomenon eh ? I'll say now that the method I'm soon to describe is the product of much trial and error, as well as reading up on many other gamblers and that if you think you've got a way to improve it be sure to go ahead and do so, this method isn't exact science.

What you do is this:
Turn up at the Roulette table you intend to play on and stand at the back for about 20-40 spins. After you've been watching for a while you should notice that one number will be 'hit' 3 times. This is when you go into action.
You start by betting on that number. You should bet on that number and as many as 4 of the next numbers to get 3 hits each, that is, unless you have 5 working numbers you have already won a predetermined amount and finished that game.

Discussion of the Parlays System

(continued from previous page)

On each spin you bet the same amount on each of your numbers until one of them comes up or until you've lost 25-30 successive times on an individual number. In that cast you should stop betting on that number and only bet on it again if it gets another hit during the same game. If you had 5 working numbers when you blocked it out, don't replace it with another number. You never have more than 5 numbers to bet on in a single game.
If you are keeping a notebook (you SHOULD be), on the right hand side of the 38 numbers write the numbers you are playing and keep track of your losing bets on each number with a series of 5 lines like this.11111 (line through).
When you win on a number, the total of your bet on that number should be raised from 50% to 100% and if you win again on the same number, raise your bets again, this time to an amount equal to the total of your first two smaller bets.
Thus, your bet series might look something like 1-2-3, 2-3-5 or 3-5-8. The increases assume that the first win on a number doesn't give you enough net profit to reach your minimum goal for a single game. However, when you DO meet this objective, cash in your chips and look for another table.

OK, now is about the time to consider the profit goals you're after and the amounts you're going to risk at the table to get these. Your stake at each game should be no more than 4 times the amount you stand to win on your smallest bet. Thus, if that bet was $1 you should be prepared to risk no more than $35 (about 4X). If your small bet was $3 your 'bank' for that game would be $400 or $420. Your initial minimum profit objective should be around 30X your small bet - and that minimum objective will decline as losses eat into your bank.

Divide your bank into 4 equal parts, say it's $140, you should get $35 of chips, and as long as you're working on that $35, your goal will be at least $30 of net profit. If a hit before that $35 runs out gives you a net profit of only $10, the game continues and that first 1/4 of your bank will have expanded to $45, while your minimum profit objective remains the same.
By the time you're into your second 1/4 of your bank, your profit objective shrinks to 20x your small bet - and if a win at this stage doesn't meet that goal, but reduces your net investment in the game to less than $35, you are back in your first 1/4 with your original $30 profit objective.
In your 3rd quarter , any win that enables you to break about even should end the game - and when you're working on the last 1/4 of your bank, your game ends either when you get your first hit, or when your chips are all gone, whatever happens first.

You'll find that your average profit per winning game is materially greater than these minimum objectives, and in about 1/2 of your losing games, net losses will be considerably less than your bank. As a very rough estimate I'd say that you would generally break even or better if you win 3 games for each one you lose. Generally though, you'll find that you do better than that.

The first time I came across this system, my excitement knew no boundaries. On **my good little home set I won 14 successive games before my first loss.** Just after that I won 7 more games. After this I told a friend of mine about this system. This was some time ago when computers were somewhat rare, so I got him to write a program to calculate the odds and generate results based on hypothetical games. He came back to me with the results that in 30,00 spins on his computer, the win-loss ratio was an amazing 16:1 !
Frankly, it all seemed too good to be true, and I regret to tell you that a 4-5:1 win ratio is actually about as good as one can hope for. Further testing has proved this to me. The program he wrote may have been buggy, or the random numbers it generated not truly random. Either way the system stands to make you money if you are careful and follow the system without deviating from it's guidelines.

Analysis of the the Parlays System and parting advice.

I'd best give you a few words of caution. If you try this system in a casino you'll have trouble NOT attracting attention for two reasons. The first is the money. Your bets will be somewhat conspicuous since most other chips on the table will be the 25c variety and your bets will represent more risk to the house than most others will. This could be so even if your betting scale were only $1, $2 or $3. Incidentally, if you make do with your own progression, don't forget to adjust profit objectives up or down so that they bear roughly the same relationships to the size of your bets, as I suggested above.
Another factor that may set you apart from other players is the obvious fact that you're using a system, and even worse (for the casino) it's a system that seems to win money. That will definitely attract the attention of the pit bosses who are likely to assume that any system that wins, regardless of the amounts concerned, represents a clear and present danger to their employer.
Courts in Nevada have ruled that casinos can deal or refuse to deal to anyone for any reason. Accordingly, you run the risk of being barred and maybe even having your name circulated amongst other casinos once they've decided that whatever you're doing is costing them money. Remember, most casinos count on people not really thinking about their money as they pour it willingly into whatever game they've decided to play.

To avoid embarrassment and possible 'blacklisting' (banning basically) I suggest the following to you.
1: Pick your spots carefully - only active tables, preferably where the bets are bigger than those you will be making.
2: Never play more than one series at a table during the same eight-hour shift. When you change tables it's best to change casinos as well.
3: When any of your numbers hits, try to act surprised. This one's actually more important than you may think. Casinos get all sorts of people going through them.

Up until now, my comments on the performance of this system have been assuming an honest wheel and a dealer who spins fairly. It's safe to assume that most Nevade wheels are honest, but there are other serious things you should consider.
Basically, there are 2 schools of thought on the subject of the control a dealer can exert on roulette spins. One is that they hold little or no control at all. The other, which is quite different, is that dealers can come within 5 or 6 at will. From personal experience, some but by no means, all dealers have an impressive amount of 'experience'. With your notebook, watch the numbers and if you think you've found one such dealer who can control the flow of the game, don't play there.
If you do however, find yourself up against one such dealer, your options in the situation aren't too varied. The most obvious is to go elsewhere, and unless you've won money with this system before I seriously suggest you do the same. The other option is to lay your bets on numbers adjacent to the

actual numbers you plan to bet on. As soon as the dealer spins the ball, and before the dealer says "No more bets" (about 5-10 seconds in) change your bets.
So you have a rough idea of what to expect from a 'fair' game, I've got the record of 82 spins at one of the tables in the stardust hotel in Vegas. In this game, one number came up 7 times, two 5 times, three 4 times and 5 numbers didn't make a showing at all. I'd call that a pretty normal distribution.

When you're looking at results at a table before making your first bet, you should keep in mind that your likelihood of a fast profit will vary inversely with the distribution of the numbers that are being hit. At the start, if you've got 12 or 15 numbers with 2 hits each before any number has come up 3 times your chances of a slow, or more likely, a losing game are a lot higher than they otherwise would be.

Before you go to a casino and try this system, you should study the instructions and make notes of the points where you should end each series, as well as the precautions I've given. You should also be clear about your expected winnings. - About 35x your smallest bet. You should also be clear on the maximum risk in a single game, - about 4x the amount you can win on your smallest bet. Going by this, if your bet progression were 2-3-5, your average win per series should be around $70 with your ' bank' or loss limit at $280.

In finishing this, I wish you good luck with your ventures into the casino, and I hope you win a lot more than you expected. Also be sure to prevent other nosey gamblers from peeking at your notebook. Also keep in mind that there are other systems good at winning money at roulette - and that if you're careful and discrete in the way your method of playing, roulette will be a truly enjoyable and importantly, profitable passtime.

'Sleepers'

Occasionally you'll have 4 or 5 repeats of the same column or dozen, (the most I've ever seen was 9) and you may be tempted to bet both of the sleepers. If you do that, you'll be risking $2 to $1 net profit and with two size-able bets it may be able to consider a bit of insurance on the house numbers. A Two-Way bet on 0 and double-0 pays 17:1. My personal favorite in that situation is to pick the column or dozen that has slept the longest and bet on it alone.
Meeting the situation that way, if my timing has been good, I'll be paid 2:1 odds on a bet that I feel is almost as promising as most even money wagers.

'Sleepers' - When and how often to bet on them			
Bet	**House Payout**	**Bet only after how many 'no-shows'**	**Max. number of bets on one sleeper**
Red/Black	even money	3-4	3
High/Low	even money	3-4	3
Odd/Even	even money	3-4	3
Columns	2:1	4-5	5-6
Dozens	2:1	4-5	5-6
4-number finals	8:1	20-30	15
3-number finals	11:1	25-40	15

Sleeping Finals

Now let's consider those three and four number combinations that pay 11:1 and 8:1 respectively. In that category, sleeping 'finals' are relatively easy to spot if you keep the kind of running record that I've recommended. 'Finals' you'll recall are the groupings of numbers with the same last digit. Finals ending with 0-6 have four numbers each, while those 7-9 have three numbers each. Here's a different way to use them.

We'll use 25c chips and on the first round we're going to make five bets on one chip each on our four numbers (or three numbers as the case may be). On the second round, make four bets of 2 chips each, next round, three bets of 3 chips on each number, then two bets of 4 chips on each number, and finally, one bet of 5 chips on each number . If you had have won any of those bets, I recommend that you stop and try another sleeping final. In the case of four number finals, we risked a total of $35, and our risk on a 3-number final would have totalled $26.25.
Our anticipated winnings at any point in these series are shown in the table below.
The important thing to remember about progressions on sleepers is never to continue betting on one that has just cost you your entire bet series. Look for another candidate for your attention. However, it is a good idea to keep an eye on tat first sleeper, the one that cost you money. It is bound to awaken at some point, and when it does it often becomes hyperactive (the law of averages again) The longer is has slept the more likely a candidate it becomes for your prompt attention once it has shown signs of life.

System for sleeping finals							
Total bet	**Units on each bet**	**Net Profit: Bet number.**	**1**	**2**	**3**	**4**	**5**
Finals 0 to 6							
5.00	1		8.00	7.00	6.00	5.00	4.00
8.00	2		11.00	9.00	7.00	5.00	
9.00	3		11.00	8.00	5.00		
8.00	4		10.00	6.00			
5.00	5		10.00				
35.00 Risk							
Finals 7 to 9							
Total bet	**Units on each bet**	**Net Profit: Bet number.**	**1**	**2**	**3**	**4**	**5**
3.75	1		8.25	7.50	6.75	6.00	5.25
6.00	2		12.75	11.75	9.75	8.25	
6.75	3		15.00	12.75	10.50		

6.00	4		16.50	13.50			
3.75	5		18.75				
26.25 Risk							

2 TO 1 BETS

Returning to the 12-number combinations, the dozens and columns that pay 2:1, trying to win in 5 attempts on these can be rewarding and restful at the same time. A few months ago, I sat down at a roulette table and began using this progression:
2-4-6-8-12 (total risk: $32) on dozens and columns that had slept through 4 or 5 spins. (At any time there is always one of these available) To my surprise, I won about $100 in an hour and a half :) In doing this, I lost my small series of $32 3 or 4 times, but I never went above the top bet of $12 and I never repeated a series on a losing sleeper. On average, any given column or dozen can be expected to sleep 10 spins in 170, but if you're betting money on those that have already slept through 5 or 6 spins, you can be sure the ratio will be a lot lower than 170:1.

For faster action with a fairly limited risk, your running record of prior spins will often show you at least one column and one dozen, both of which will have slept for or more spins simultaneously. Bet on both of them using a bet series like this.

1-2-3-5-8 (Risk: $19)

Waiting for 5-spin sleepers will improve the safety factor considerably, but it will also slow the action. If you do that, you have a fair chance of holding your own or better. With the above sample series, you would reduce risk on a single sleeper to $11. Final warning: Resist any temptation to continue to bet a column or dozen on which you have lost your series, until after it has had at least one win.

Even chance Sleepers

Exactly the same principal applies to these as the odds propositions I have been discussing. The main differences are:
1- The progressions can be shorter since there are (approximately) even-money bets
2-The rate of escalation must be steeper since no odds are paid.
3-'Sleeping' time can be as little as 3 spins, although 4 is safer.
I have frequently bet against any even proposition that had won 3 times in a row, using a simple martingale such as
5-10-20. Though I've not recorded my results, it seems safe to say that I've won (a lot) more than I've lost, but my typical losses have been much larger than my typical winnings. While I have found this approach to be enjoyable, it tends to lull one into a false sense of security. I suspect that in the long run this approach would lose money. Note: I have not used it for any particular length of time so I cannot speak from experience.

If you keep your bets confined to 4-spin sleepers your patience will be taxed but I believe you'll have a fair chance of winning on balance provided you always limit your bets to a 3-stage martingale-type Progression.

Why casino executives fight mathematical gambling systems

Casino Gambling Software: Baccarat, Blackjack, Roulette, Craps, Systems, Basic Strategy

Software for Lottery, Lotto, Pick 3 4 Lotteries, Powerball, Mega Millions, Euromillions, Keno, Horse Racing, Blackjack, Roulette, Baccarat, Sports Betting, Gambling, Probability, Odds, Statistics, Mathematics

Download the Best Software for Lottery, Gambling, Lotto, Powerball, Mega Millions, Euromillions, Horse Racing, Blackjack, Roulette, Sports Betting, Probability, Statistics

